CONTROL: The Role Playing Game

In this game Players will play as agents of the Federal Bureau of Control, a secretive government branch that investigates and covers up paranormal occurrences. The game is facilitated by a Game Master (GM), who describes the unfolding story and also plays the role of The Board, a group of mysterious entities that control the Bureau from the Astral Plane.

Character creation: take a sheet of paper or open a note taking app on your phone and create 4 attributes: MENTAL, PHYSICAL, HEALTH and RESONANCE. Distribute 10 points between the first two as you see fit. Set your HEALTH to 10. Roll a 10-sided dice for RESONANCE. (Optionally, write 1-2 sentences to briefly describe your character's role in The Oldest House.)

Whoever rolled the highest Resonance is chosen by The Oldest House as the Director and as such, gets to wield the Service Weapon. If multiple Players rolled highest, they perform a contest roll to decide. Players are supposed to follow the orders laid out by the Director, but they can go against the grain at their discretion as the story develops. (If The Director dies, the Weapon is transferred to the Player with the next highest Resonance.)

Gameplay: as in other RPGs, the GM describes the scenario and the Players describe their characters' actions within the scene. For actions that require skill checks, roll 1d10 + the value of your relevant stat against a difficulty set by the GM. For opposed checks (like fighting or convincing someone), the roll margin decides and is equal to the damage dealt or dodged in combat.

PHYSICAL for combat, lifting things, acrobatics, etc.
MENTAL for investigation, awareness, bluffing, etc.
RESONANCE for using Objects Of Power. The higher your resonance, the more impressive feats you can perform using these objects.

The Service Weapon: only the Director can operate this Object Of Power. By default it adds +3 to every roll it's involved in.

Playing as The Board: at the beginning, the GM must decide on The Board's HIDDEN AGENDA in the story, write it down, then cover parts of it as they see fit. Whenever the Players make a roll that "oversucceeds" (higher than the difficulty), they get a TOKEN, which can be either spent to improve later rolls, or 5 TOKENs can be spent to earn a CLEARANCE LEVEL for the group. Earning a CLEARANCE LEVEL means they get to uncover a part of the AGENDA.

Uncovering the entire AGENDA grants them an EXECUTIVE ORDER which allows The Director to force The Service Weapon or The Oldest House into performing an extraordinary feat of their choice (at the GM's discretion) without rolling for a check.